

# BALTIMORE – METRO BASEBALL



## 2011 OFFICIAL LEAGUE RULES

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New or Modified Rules for 2011 are identified in ***BLUE BOLD ITALIC*** print.

## **1.00 RULES AND LEAGUE FEES**

- 1.01 All leagues (and thus any team) which agrees to affiliation under Baltimore - Metro Baseball (hereafter referred to as BMB in this document) will play according to the Official Baseball Rules of Major League Baseball (latest edition), except where a rule is superseded by the rules of Baltimore -Metro Baseball or that of any of our national affiliations. (American Amateur Baseball Congress; Dizzy Dean Baseball; National Amateur Baseball Federation or any other national organization that is chosen for affiliation.)
- 1.02 ***BMB is divided into eight (8) age divisions (also referred to as a BMB League); they are Minor 9U, Major 10U, Gil Hodges 11U, Freshman 12U, Dale Murphy 13U, Sophomore 14U, Junior 15U and 16U and Senior 17U High School / 19U / 19U. Hereafter, these divisions will be referred by their age number only (i.e., 10U, 11U, 12U, etc.) except for the Junior and Senior Divisions because they cover multiple age groups. Further, each baseball season (April – July) the exact age division leagues that play will be determined by the number of teams registered. Each age division must have a minimum of six (6) teams.***
- 1.03 The Commissioner for Baltimore – Metro Baseball has ultimate rule on any situation not specifically covered by these rules or the rules of our national affiliations. The Assistant Commissioner / Director of Baseball Operations will have ultimate rule in the absence of the Commissioner. The Assistant Commissioner also has various responsibilities that are detailed throughout these rules, make sure that you communicate or interact with the Assistant Commissioner as required. Please note that the Commissioner must be copied on all correspondence/e-mails to the Assistant Commissioner, likewise, the Assistant Commissioner must be copied on all correspondence/e-mails to the Commissioner.
- 1.04 All teams are required to pay an annual league fee on or before the date designated by the League Commissioner, failure to pay will result in the team not being allowed to participate in their designated age division. The amount of the annual league fee will be determined by the cost of BMB franchised tournaments (***AABC 9U through 18U; Dizzy Dean 10U, 12U, 14U, 16U and 19U; NABF 14U, 16U and 18U; exceptions are the NABF Classic 10U, 11U, 12U, 13U, and 15U World Series and NABF 17U High School World Series, these are paid for separately by each team that chooses one of these events, the \$100.00 “Opt Out” Fee*** and the operating costs of the league. Because each age division league does not franchise with the same national franchise organizations the fees for each may vary.
- 1.05 BMB acts solely in the capacity of administrator for each BMB age division league. BMB has no financial connection, direct or indirect, with any team nor does BMB get involved in the internal operations of the teams other than to assure compliance with these rules. Once a team is accepted in the league there will be no refund made of any league fees paid should the team terminate their relationship with BMB or they are dropped from the league for violations of these rules which carry such penalty.

## **2.00 PLAYER and AGE DIVISION ELIGIBILITY**

- 2.01 ***Each team that affiliates with BMB must declare the age division for their team no later than January 1<sup>st</sup> of the current playing season. Each team must play in the age division that complies with all BMB player eligibility rules. This is important because doing so establishes BMB franchised tournament eligibility. Teams in the Junior and Senior Age Division can declare to be a single age division team for the purposes of tournament play (i.e., either as a 15U or 16U team in the Junior Division; either as a 17U, 19U or 19U team in the Senior Division) or the team can be made up of players of all eligible ages for that age division.***

- 2.02 To be eligible for a single age division league (9U through 14U), a player **MUST** not reach their 10<sup>th</sup> birthday for 9U, 11<sup>th</sup> birthday for 10U, 12<sup>th</sup> birthday for 11U, 13<sup>th</sup> birthday for 12U, or 14<sup>th</sup> birthday for 14U before MAY 1<sup>st</sup> of the current playing season. Players on Junior Division teams must not reach their 17<sup>th</sup> birthday for 16U; or 16<sup>th</sup> birthday for 15U before May 1<sup>st</sup> of the current playing season. Players on Senior Division teams have different age eligibility dates which are: a 19U player cannot reach their 20<sup>th</sup> birthday before August 1<sup>st</sup> ; an 19U player cannot reach their 19<sup>th</sup> birthday before May 1<sup>st</sup>; a 17U player cannot reach their 18<sup>th</sup> birthday before January 1<sup>st</sup>.
- A. For all teams in age divisions 9U, 10U, 11U, 12U, 13U and 14U a minimum of 50% of their roster must be players of that are of the oldest age for their declared age division. For example, a 12U team has 11 players on their roster, 6 of these players must be 12 years old or qualified for this age by their birth date. **NO** player on a team roster for these age divisions can be more than one (1) year younger (i.e., a 10 year old player cannot play on a 12U team). There are no exceptions to this rule, therefore, no requests for such will be accepted.
- B. All teams playing in the Junior Division can have any mix of 15 and 16 year old players on their team. However, if a team declares as a 15U team and wants to remain eligible for all 15U tournament play **NO** 16 year old players would be allowed on their roster. A 16U team can include any combination of age eligible players allowed for the Junior age division. Note -- **NO** 13 year old players can play on a Junior Division team. There are no exceptions to this rule, therefore, no requests for such will be accepted.
- C. All teams playing in the Senior Division can have any mix of 17, 18 or 19 year old players on their team. However, if a team declares as a 17U team and wants to remain eligible for the NABF High School World Series or other franchised 17U tournaments **NO** player that does not comply with the 17U age eligibility rule are allowed in their roster. A 19U team can include any combination of age eligible players allowed for the Senior age division. Note -- **NO** 14 year old players can play on a Senior Division team. There are no exceptions to this rule, therefore, no requests for such will be accepted.
- D. No player can ever play down in an age division younger than their legal age no matter what their playing ability is (i.e., a 14 year old player could not play for a 13U team). There are no exceptions to this rule, therefore, no requests for such will be accepted.
- 2.03 Player's Residence (domicile) -- A player's legal residence **MUST** be in the State of Maryland, or a residence of an area approved in Section "E" of this rule, and be established before May 1<sup>st</sup> of the current playing season. All players **MUST** physically live in the residence listed on the Team Roster and Player Contract filed with the league commissioner.
- A. A player's legal residence will be his parents or permanent court appointed guardians, permanent and legal residence (domicile). **NOTE:** temporary guardianship does not apply unless a Court having jurisdiction over such matters has determined the legal parents to be incapable of supervision and care until the player reaches the age of majority (18 years of age). Temporary guardianship for any other reason is not valid. A player who is awarded a change in legal guardianship by the May 1<sup>st</sup> date **MUST** be residing at the residence (domicile) of the new legal guardian.

- B. If a player's parents are divorced or legally separated, that player may play for a team of either parent's legal and permanent residence (domicile) provided the player declares, in writing, which parent's address will be used by the May 1<sup>st</sup> cutoff date. The player's declaration will be final and valid for the remainder of the player's eligibility that season.
- C. A player's parent or legal guardian who establish permanent residence (domicile) after May 1<sup>st</sup>, but before June 15<sup>th</sup>, will be eligible to play providing adequate evidence is submitted to the League Commissioner verifying the new residence. This rule DOES NOT apply to a player who files for a legal guardianship change for the purpose of establishing a new permanent residence.
- D. To be eligible for Dizzy Dean tournament play, players can live no more than fifteen (15) miles from the home base of their team. This applies for all players on teams in the 10U, and 12U age divisions; twenty-five (25) miles for the 14U age division. For teams in the 16U and 19U age divisions, there is no mileage or boundary restriction rule.***
- E. There are areas outside the State of Maryland that are approved for teams to draw players. The stipulation is that these players must be enrolled as a student during the current school year or be a legal resident in one (1) of the following counties:
- DE -- New Castle County  
PA -- Adams County, Franklin County, York County  
VA -- Fairfax County, Loudon County  
WV -- Berkley County, Jefferson County  
Washington, DC
- NOTE: Teams with players from these areas WILL NOT be eligible for Dizzy Dean tournament play unless the player's address meets Section D of this rule. This applies to 10U, 12U and 14U age division leagues.***
- F. Should a situation arise which is not covered by the provisions of this rule, the League Commissioner, in sole discretion, will determine the player's legal residence for the purpose of participating with Baltimore - Metro Baseball.

***2.04 During the current playing season a player can only be signed to an Official BMB Player Contract and appear on the roster of one (1) team ONLY. When a player is signed by a BMB team he will remain a member of team through August 1<sup>st</sup>; or the conclusion of a BMB franchised tournament if scheduled to play after this date; or if a team Disbands\*; or if the Team Manager releases the player. Reference BMB Rule 3.04 for complete details on the BMB Player Release and Protection system.***

***The Official BMB Player Contract which can be downloaded off the BMB web site. This contract is a mandatory document that must be completed for all players on a team roster. A copy of the Player Contract MUST be given to the parent (or legal guardian) of the player along with a copy of the Player / Parent Agreement because of the information that it contains regarding important BMB league information.***

*\*Disbands means that the team drops out of their age division league and does not start or complete their regular season schedule during the current playing season. A change in manager, coaches or sponsorship does not mean that the team has disbanded. If there is any question as to whether a team has disbanded or not, the Commissioner will make a final ruling for the purpose of the open release of that team's former players.*

- 2.05 *Any player that is signed to an Official BMB Player Contract (protecting players from November 1 to July 31) or to the Player Commitment Form (protecting players from Aug 1 to October 31) **MUST** be officially released before a the player can be signed with a new BMB team. A player **CANNOT** be signed with more than one BMB team, the team that signed him first will have rights to this player. This is one of the key reasons that all players and their parent (or legal guardian) signed one of both of the aforementioned league documents. If a Player has signed with more than one team and it is discovered that the date of signing is the same or the signing date cannot be determined, the League Commissioner will decide which team has the rights to this player; the player does not get to choose the team he stays on.*
- 2.06 All BMB players must have a copy their Birth Certificate on file in the BMB League Office. To be legal and valid, a Birth Certificate **MUST** be issued by a Local, State or Federal Government Agency (i.e., State Bureau of Vital Statistics, Department of Health, Department of State, Department of Defense or other governmental agency authorized to certify birth documents).
- A. Hospital Records / Certificates, Baptismal Certificates, School Records / Certificates **ARE NOT ACCEPTABLE** as proof of age and will disqualify a player.
- A. In the case of foreign birth, a player will present any certificate or document duly issued to the bearer by the U.S. Immigration and Naturalization Service or by the Department of State that shows the birth date of the bearer. Official Birth Certificates issued by a foreign country are acceptable when accompanied by a letter with an English translation, and such Birth Certificates **MUST** have an official seal. NOTE: Unexpired Passports are also acceptable.
- B. A properly notarized copy of the permanent legal court issued adoption papers showing the place and date of a player's birth will be acceptable in cases of adopted players.
- NOTE** -- A player's birth certificate will stay on file in the BMB office for as long as the player remains your team. It is important that the Team Manger keep a copy of all player birth certificate as the copies on file with the league will not be returned. Also, never keep or submit the original copy of any birth certificate.
- 2.07 The League Office will maintain a file of all required documents (Team Rosters; BMB Player Release Forms; and Valid Birth Certificates) for each team and all of their players. Any player that does not have their documents on file in the League Office will be considered **INELIGIBLE**.
- 2.08 To be eligible for post-season tournaments all players that appear on a Maryland Amateur Baseball Final Roster (white form) **MUST** appear in a minimum of six (6) regular season games. Players that appear on your Dizzy Dean "Team Certificate of Entry" **MUST** appear in 50% of your regular season games.

- 2.09 *The Maryland Amateur Baseball Final Roster is a two (2) page document. Page one (1) of requires detailed information for each player on your team and requires that the each player sign their name in the space provided. Page one (1) must be submitted to the BMB League Office on or before the date specified for the current playing season by ALL teams.*
- Page two (2) of this document MUST be signed by all players and their parent (or legal guardian). Page two (2) is mandatory, but it is not submitted to the BMB League Office, however, it MUST be kept on file by the Team Manager.*
- 2.10 It is the responsibility of each team manager to insure the eligibility of their players. Every player MUST comply with the eligibility rules as stated above and all submitted team and player documents MUST be true and accurate. If at anytime during the season a player is discovered to be ineligible, that player(s) will be removed from the team's roster and the offending team will forfeit all games played to the point in time that the ineligible player was found. A second violation of this rule by any team will result in that team being dropped from the league.
- 2.11 No appeal from any team manager, or his designee, will be accepted for an exception to any of the rules listed in Section 2.00.
- 2.12 *All forms required and listed in the rules in Section 2.00 can be downloaded from the BMB league web site.*

### **3.00 TEAM / PLAYER GUIDELINES**

- 3.01 *The League Commissioner MUST receive the following on or before the Final League Meeting called for your age division: one (1) copy of your temporary roster (on the official "BMB Temporary Roster" form provided); a copy of each player's legal birth certificate (this applies to all players that are new to the team and for new teams); and a copy of your "Certificate of Team Insurance" naming BMB, Roger A. Faw and William E. Allen as an additional insured (reference BMB Rule 3.10). Teams failing to submit ALL required league documents by the required deadline will forfeit one (1) game win for each day late. Required league documents not submitted before the start of the regular season will not be allowed to play any games until ALL required documents are submitted; games not allowed to be played will result in a forfeit. All BMB team managers MUST maintain a copy of all league documents because the documents maintained on file in the BMB league office will not be returned.*
- 3.02 *Below is the procedure for adding players to your team once your BMB Temporary Roster has been submitted and prior to submitting your Maryland Amateur Baseball Final Roster to the BMB League Office:*
- A. *During the regular season, before a player which is not on your BMB Temporary Roster can appear in a game he/she MUST be added to your team legally. To do this you must send an email to the Assistant Commissioner @ WEAllenBMB@verizon.net stating that you are adding a player to your team roster. When writing, you must provide your team name, your name, position with the team, age division, the player's FULL NAME (as it appears on their birth certificate) and BIRTH DATE in your e-mail message. The player(s) will be eligible to play the next game after you have sent your e-mail notice.*

- B. To make a player immediately available on the same day of your regular season game, you must call (410) 922-8133 and provide the above information. You must follow this call with the required e-mail notification within twenty-four (24) hours of your phone message; **FAILURE TO SEND THE E-MAIL NOTIFICATION WILL MAKE THE PLAYER INELIGIBLE.**
- C. After sending the email notification that you added a player you must mail a copy of the player's BIRTH CERTIFICATE to the official BMB mailing address within three (3) business days from the date the player was added.
- D. You MUST add the player's name to your online roster located on the BMB League Lineup using the instructions written for this purpose. Doing this will allow all teams in your age division to verify that you have added a new player to your roster.
- E. All BMB players MUST be signed to an Official BMB Player Contract.
- F. PENALTY: Failure to follow these procedures, and to fully comply, will result in a player(s) being declared ineligible which will result in game forfeitures.
- G. DO NOT wait for a confirmation email of call after you add a player, the player is eligible as soon as you follow the procedure above.
- H. NO player can be added to a team roster after June 15 for age divisions 9U through 14U; July 1 for age divisions 15U and older. To qualify for Dizzy Dean no player can be added to the Dizzy Dean Team Certificate of Entry roster form after April 30<sup>th</sup> for 10U and 12U age division; June 15<sup>th</sup> for 14U, 16U and 19U age divisions.

3.03 Below is the procedure for releasing players after the Team Manager has signed that player to a BMB Player Contract; or the Player Commitment Form; or once your BMB Temporary Roster has been submitted and prior to submitting your Maryland Amateur Baseball Final Roster to the BMB League Office:

- A. From November 1<sup>st</sup> to the end of the regular season, the Team Manager must email the Assistant Commissioner @ WEAllenBMB@verizon.net notifying him that you are releasing one (1) or more players from your team. When writing, you must provide your team name, your name, position with the team, age division, the player's FULL NAME and BIRTH DATE in your e-mail message. The player(s) will be immediately released after your e-mail has been received. You must also include an email address for one of the player's parents (or legal guardians) so that they can be copied on the release confirmation sent back to the team manager. When sending the e-mail, you will receive a reply as your confirmation. **NOTE: No claims can be made against this player for owed uniforms and/or equipment after the release has been granted.**
- B. If the player or his parent (or legal guardian) requests to be released between November 1<sup>st</sup> and the end of the regular season from your team the parent / legal guardian for that player MUST make their request in writing via e-mail to the Assistant Commissioner @ WEAllenBMB@verizon.net. Requests sent any other way or to someone other than the Assistant Commissioner will not be accepted.

**Once the e-mail request is received, a copy of this request will be forwarded to the player's team manager to verify if any equipment or uniforms are owed by the player requesting the release. The team manager will have three (3) business days to respond, failure to respond will result in the forfeiture of any claim against the player and the player will be automatically released. REMEMBER – NO RELEASE REQUESTS WILL BE ACCEPTED BETWEEN AUGUST 1 and OCTOBER 31.**

- C. If a claim is made against the player for owed equipment and/or uniforms, the parent (or legal guardian) of the player will be notified that these items must be returned before the player will be released providing the Team Manager can provide written evidence in the form of a receipt or other document used for this purpose. Once the items are returned another email will be sent to the player's parent (or legal guardian) which will confirm that the player has been officially released. The parent (or legal guardian) must print this email and present it to any other BMB team manager that he chooses to try out for as verification of his release. If the new team decides to add this player their team roster the team manager must take the printed release from the player and mail it to the official BMB post office box along with a copy of this player's birth certificate. BMB managers, players and parent (or legal guardian) must understand that this process may take up to two (2) weeks to complete. Therefore it is important that no one involved tries to expedite this process because this may cause it to take longer than expected.**

**NOTE -- A PLAYER IS PROHIBITED FROM WORKING OUT WITH ANY OTHER BMB TEAM UNTIL HE HAS HIS OFFICIAL RELEASE CONFIRMATION E-MAIL. IF THE PLAYER PERFORMS ANY ACTIVITY WITH ANOTHER BMB TEAM BEFORE BEING RELEASED HE WILL BE PROHIBITED FROM PLAYING FOR THAT TEAM. LIKEWISE, IF A TEAM MANAGER ALLOWS A PLAYER TO WORK-OUT WITH THEIR TEAM BEFORE BEING RELEASED THE SAME PENALTY WILL APPLY.**

- D. Player Releases WILL NOT accepted or processed from August 1<sup>st</sup> through October 31<sup>st</sup> from a player that has signed a BMB Player Contract or the Player Commitment Form, NO EXCEPTIONS. All players that have not signed either of these documents are automatically released effective August 1 or the conclusion of a BMB franchised tournament if scheduled to play after this date.**
- E. All players are obligated to the team that they originally signed to play for unless the team manager releases him; or if the player requests and is granted a release; or the team disbands.**
- 3.04 Player Protection – All team players can be protected from playing for or participating with other BMB teams, no matter what age division, if that player and his parent (or legal guardian) signs an Official BMB Player Contract or the Player Commitment Form after the conclusion of the regular season. Doing prevents the player from requesting a release until November 1.**

- 3.05 *If a player and parent (or legal guardian) has signed an Official BMB Player Contract or the Player Commitment Form no team manager or team representative (defined as coaches, players, parents / legal guardians, or any person directly associated with the team) can initiate contact with a player in an effort to recruit him to switch from their current BMB team unless this player can show evidence that he has been officially released. Violation of either the "letter or the spirit" of this rule will be dealt with promptly and severely, because such violations are not in the best interest of Baltimore - Metro Baseball, it's teams or growth. Team managers and/or representatives are reminded that if they are contacted by a player they MUST first ask if he/she is now playing for or has signed a BMB Player Contract / Player Commitment Form with another BMB team. If he answers yes, then the player MUST have a release issued by the league (providing the request is made after November 1), if not, this player MUST be instructed that he cannot have any involvement with another BMB team unless he is first released. Then the player should be instructed on the release procedure as detailed in BMB Rule 3.03 (B) (2).*
- A. *It is prohibited for any team, AT ANY TIME, to recruit a player(s) from another team that are signed to a BMB Player Contract or Player Commitment Form. NOTE: TEAM is defined as "the manager or any representative from the team." RECRUIT is defined as "any contact initiated by the team." NOTE -- any team that alleging a violation has taken place MUST contact the League Commissioner in writing, via e-mail to provide complete details and evidence of the violation. Evidence can be the player or his parent (or legal guardian) verification, in writing, that a representative from another BMB team violated this rule. Upon review and investigation, the League Commissioner will determine if a violation of these rules has been committed. The penalty for the violation will be the illegally recruited player being prohibited from playing for the team committing the violation for two (2) seasons.*
- B. *If signed to a BMB Player Contract or Player Commitment Form all players are prohibited from trying out or playing for another BMB team until their official release is granted and they have received written confirmation from the BMB League Office. NOTE -- any team that allows a player to try-out or play without being shown the players BMB release form will be in violation of the recruiting rules and subject to penalties described in Section A of this rule.*
- C. *Any player that is released after the regular season play begins cannot be resigned by the releasing team again, during the same season, if that player signs with another BMB team within the same age division before requesting to come back to his previous team. If the released player has not signed with a BMB team in the same age division, the releasing team can resign that player.*
- 3.06 Temporary and Final Team Rosters are limited to a maximum of eighteen (18) players for age divisions 9U through 19U. NOTE – Senior Division teams may carry twenty (20) players on their BMB Temporary Roster. For ALL age divisions the Final Roster is limited to eighteen (18) players, NO EXCEPTIONS. NOTE -- No player can appear on more than one (1) team roster at the same time, whether temporary or final. This also applies to the Dizzy Dean "Team Certificate of Entry" for 10U, 12U, 14U, 16U and 19U teams.

- 3.07 At NO time can a team have more than eighteen (18) players, dressed in uniform, at a game. Also, the team's bench and/or dugout is limited to uniformed players, uniformed coaching staff and a scorekeeper ONLY. **Exception – Senior Division teams may have a maximum of twenty (20) players in uniform for all BMB regular season games until the Final Roster is submitted. REMEMBER -- The MAB Final Roster cannot exceed eighteen (18) players for all age divisions.**
- 3.08 For regular season play, all team managers and coaches are required to be in full baseball uniform, or wear coach's shorts and shirts matching the teams colors. For all tournament play, the team manager and his coaches should be prepared to dress in full baseball uniform, although some tournament affiliations allow the staff to wear coach's shorts and shirts in the younger age divisions.
- 3.09 ***As stated in BMB Rule 1.04 ALL BMB TEAMS (except 9U and 10U) will be required to pay a fee of \$100.00 (as part of the BMB League Fee) to the BMB Franchised Tournament "Opt Out" Fund for the purpose of assisting teams that travel out-of-state to participate in a BMB Franchised Tournament that requires winning your age division league. Teams that choose and PARTICIPATE in a NABF 11U, 12U, 13U, and 15U Classic World Series or the NABF 17U (High School Division) World Series will not receive a share of the "Opt Out" Fund payout and will receive a refund of the \$100.00 that was paid to the "Opt Out" fund. Teams that chose a BMB Franchised Tournament, but are prohibited from participating because their order of finish did not allow a berth will receive a refund of the \$100.00 fee. Teams that chose, qualify for and PARTICIPATE in a BMB Franchised Tournament, but does not travel out-of-state because the tournament is held in Maryland or the team did not win an in-state BMB Franchised Tournament preventing out-of-state play will be refunded the \$100.00 fee only. Teams that chose, qualify for and PARTICIPATE in an OUT-OF-STATE BMB Franchised Tournament will be paid an equal share of the "Opt Out" Fund including a refund of the \$100.00 payment to the fund. No refund will be given to those teams that choose to "Opt Out" of all BMB Franchised Tournaments.***
- 3.10 ***ALL BMB TEAMS, THIS INCLUDES TEAMS THAT CHOOSE TO OPT OUT of BMB franchised tournaments, are required to submit one (1) original copy of the "Maryland Amateur Baseball Final Roster" (on the form provided), MUST be mailed to the BMB official mailing address no later than June 20<sup>th</sup> - 10U through 14U age division; July 5<sup>th</sup> - 15U through 19U age division. The MAB Final Roster MUST include each player's signature, players who do not sign may be ruled ineligible for post-season tournament play. REMEMBER -- Page 2 of the MAB Final Roster, that requires player's and parent's signatures does not get submitted with the MAB Final Roster, but it must be completed and kept by the Team Manager. Failure to submit both of these documents will result in your team being ruled ineligible for post-season tournament play and all players on that team will be ruled ineligible for BMB Tournament Player Pick-Up.***
- 3.11 ***ALL BMB TEAMS, THIS INCLUDES TEAMS THAT CHOOSE TO OPT OUT of BMB franchised tournaments, are required to submit one (1) original copy of the "Dizzy Dean Team Certificate of Entry" (on the special green form provided), MUST be mailed to the BMB official mailing address no later than May 5<sup>th</sup> - 10U, 12U and 14U age division; June 15<sup>th</sup> - 16U and 19U age division. Failure to submit both of these documents will result in your team being ruled ineligible for post-season tournament play and all players on that team will be ruled ineligible for BMB Tournament Player Pick-Up.***

- 3.12 It is **MANDATORY** that Baltimore - Metro teams carry insurance that has both excess medical coverage (\$50,000 minimum) and liability (\$1,000,000 minimum) insurance. Baltimore - Metro Baseball (Roger A. Faw and William E. Allen), as well as all of our franchised national organizations (AABC, NABF and Dizzy Dean) **MUST** be named as an additional insured. A copy of the "Certificate of Insurance" showing the required additional insured names **MUST** be submitted at the final league meeting prior to the regular season.
- 3.13 ***Tournament Extra Player Pick-Ups (AABC and NABF ONLY) -- Before a BMB team can add an extra player for tournament play, the team manager or his representative **MUST** send an E-mail to the Assistant Commissioner @ WEAllenBMB@verizon.net giving the name of the player(s) and their team's name. A copy of this e-mail will be forwarded to the manager of that player's team to confirm that he has no further baseball obligations with his team. Players with remaining baseball obligations to their current team **MUST** fulfill them and are prohibited from being picked-up. This means that a player cannot forego tournament obligations with their current team to participate in a tournament with another BMB team. Further, this same rule applies to those teams that chose to opt out of BMB Franchised tournaments and need players for invitational and/or "Pay and Play" tournaments. **NOTE:** Any tournament team manager or his representative that does not follow this procedure and contacts a player directly will not be allowed to pick that player up for tournament play.***
- 3.14 Any player legally picked up by a BMB team for tournament play is prohibited from playing for that team for one season, NO EXCEPTIONS.
- 3.15 ***It is highly recommended, but not mandatory, that all BMB teams should carry a roster of at least twelve (12) players (ages 9U through 12U) and fourteen (14) players (15U and older age divisions). This is especially important for any team choosing to participate in BMB Franchised Tournaments.***

#### **4.00 OPERATING RULES**

- 4.01 Once an age division league schedule is finalized, all games will be played accordingly, requests for postponements will only be accepted for the following reasons: a team's roster falls below ten (10) players due to verifiable school activities, such as involvement with school sports teams, award banquets, graduations or proms. **Studying for exams, vacations, injuries, etc., are NOT valid reasons to request a postponement.** In the situation where school activities will cause your roster to fall below ten (10) players, you **MUST** send an e-mail to the Assistant Commissioner @ WEAllenBMB@verizon.net at least seventy-two (72) hours prior to the game you are requesting to have postponed. You **MUST** list the names of the players, the name of their school and the event/activity they are participating in. Exceptions will be made to the seventy-two hour advance notice rule in emergency situations, such as a high school game being rained-out and rescheduled for the next day. In this case, you must call the Assistant Commissioner @ (410) 933-8133 and the opposing team manager as early as possible so that all can be notified. **NOTE:** Postponements requests will be refused to any team that fails to follow this rule. Any team that calls or emails on the same day the game is scheduled to be played their request for a postponement will be automatically denied and the team will be required to play the game or forfeit.

- 4.02 ***A situation that plagues our Senior Division teams is players that choose to go away for "Senior Week." In an effort to assist with this problem every effort will be made to schedule games to work around this problem. However, accommodating all team issues may not be possible. Every Senior Division team should question their players and where this situation is going to prevent the team from playing a regular season game the team can contact the opposing team to request that the game be moved to a date EARLIER than the original date the game was scheduled to be played. All schedule changes must be completed prior to the Senior Division schedule being finalized. Once the schedule is completed no games will be postponed for this reason. NOTE: This does not apply to players choosing to play for other teams outside BMB.***
- 4.03 ***Unless approved by the League Commissioner prior to the finalization of an age division league schedule NO changes will be made for teams wishing to play in invitational tournaments that are held during the regular season. Teams wishing to play in invitational tournaments should make every effort to participate in tournaments that are held Memorial Day break (10U through 13U); July 4<sup>th</sup> break (15U through 19U). Because our regular playing seasons are short it is important that all teams make their BMB games a priority. Therefore, it will be difficult to gain approval for in-season tournament requests unless all parties can agree on dates to play the games that will be postponed that occur prior to the date of postponement. Any team that violates this rule and causes a regular season game not to be played will be immediately terminated from their age division league and suspended for the one (1) additional season.***
- 4.04 Every regular season scheduled game MUST be played, unless the cancellation(s) is approved by the Commissioner or Assistant Commissioner. Any team failing to complete their schedule, without prior approval, will be suspended from the league for one (1) season. For those teams that play in other leagues or play exhibition games during the regular BMB season must make all their BMB games a priority, no BMB game will be approved for cancellation for the purpose of playing a game outside of their BMB age division league.
- 4.05 Any team that is officially accepted into a BMB league and decides to disband and/or drop-out will not be refunded any part of their league fee.
- 4.06 Any team canceling a game for inclement weather MUST follow the approved Rain Out Procedure (as printed and issued separately). NOTE -- teams should make every effort to get their field playable; DO NOT assume your field is not playable without first checking. Any team that cancels a game for unplayable field conditions will forfeit that game if it can be verified that the field was playable. Verification will not be based on what the opposing team states, but rather information received from an unbiased source such as an umpire or a BMB league official. Any team that makes no attempt to get their field playable will be subject to game forfeiture.
- 4.07 A rained out or postponed game must be rescheduled by the Home Team within three (3) business days of the cancellation date (this three day period is intended to give the Home Team time to verify field and umpire availability). The game must be scheduled to be played within ten (10) calendar days of the original cancellation date, if this can't be done, the Home Team must get approval from Bill Allen, Assistant Commissioner to set a date that exceeds the ten (10) day deadline. Once a field, time and the umpires are confirmed, the Home Team must call the Visiting Team to give them this information, the Visiting Team must agree to play unless they have another Metro game. If they refuse to play for any other reason, the game will be forfeited in favor of the Home Team.

- A. If the Home Team fails to reschedule the game within three (3) business days, the game will be forfeited at the request of the Visiting Team. To receive the forfeit win the Visiting Team must e-mail Bill Allen on the 4<sup>th</sup> business day stating they want the forfeit. However, if the Visiting Team desires to play the game, they must contact the Home Team to confirm a reschedule date and submit it to Bill Allen by the 5<sup>th</sup> business day from the date the game was cancelled. If none of these actions take place, the game will not be replayed, nor will a forfeit be awarded to the Visiting Team.
  - B. Because the rescheduling of games can be a problem due to the availability of the Home Team's field availability, it is suggested that the Home Team talk to the Visiting Team about the possibility of playing on their field. If the game is scheduled at the visitors field, the Home Team would remain the Home Team and they would supply all baseballs and pay the visitors umpires, unless the game is swapped with another game on the schedule between the two teams.
  - C. Because weekend double-headers are the most difficult games to reschedule, it is suggested that if the Home Team's field is unplayable and visitors can get their field ready, the game should be moved there to assure the game is played.
  - D. If a game is cancelled because the Home Team's umpire(s) did not show up, that game will be rescheduled for play at the visitor's home field. The Home Team would remain the Home Team at the visitor's field and they would supply all baseballs and pay the visitors umpires. This game must be reschedule by the Visiting Team within five (5) business days of the date the game was cancelled.
  - E. Once the final schedule is complete, all games must be played as scheduled. A forfeiture will result to any team that reschedules a game without getting approval from Roger Faw or Bill Allen
- 4.08 REPORTING GAME SCORES -- In order to maintain up-to-date and accurate league standings, the winning team MUST report their game score on the official league secondary web site (hosted by League Lineup) no later than by 12:00 noon the day following their game. This is an important procedure to follow as the League Lineup site provides immediate standings updating as soon as a score is reported. Detailed information (with your age division password) for reporting game scores will be provided to every team prior to the start of your season. No team will be prompted to enter their score and if their game score is not reported it will not be reflected in the standings as a win. In order to make the best use of the League Lineup site, ALL teams will be required to type in their home game schedule, directions to their home field(s) and contact information for their team. Details on how to do this will be provided in the document that tells how to report game scores.
- 4.09 If agreed to by the majority of teams in an age division league, an overall League Age Division Champion will be determined by end-of-regular season play-off championship series. The format for the play-off will be determined for each age division that does not play an equal number of games against each team in the league regardless of divisions within that league. The winner of this series will be crowned and League Age Division Champion and will be awarded free league fees for the next season providing that team and/or multi-team organization returns. ***REMEMBER – Holding an end-of-regular season League Championship series will reduce the number of regular season games because the league must end by a specified date in order for those team advancing to BMB Franchised tournaments to participate.***

League Age Division Champions will be awarded free league fees for the next season. Ties in records will be decided by a 2 out of 3 play-off, if time allows. If not, then we will use a tie breaker system that looks at head-to-head play, defensive runs allowed, offensive runs scored against the teams involved in the tie.

It is important to understand that it is possible that an age division champion not be determined due to time constraints to end league play because of team having to advance onto tournament play.

- 4.10 ***If there is not a predetermined end-of-regular season league championship series scheduled for an age division league Champions will be determined by the team with the most WINS and not the best winning percentage. All ties will be decided by a one game playoff at a neutral site.***
- 4.11 The regular season ends on the date of the last regular season scheduled game or on a date predetermined at the beginning of the season by the League Commissioner. No games will be played beyond that date unless it is for the purpose of breaking a tie, NO EXCEPTIONS. Teams that decide to play games after the close of the regular season will not be counted toward the overall final league standings.
- 4.12 If a team wishes to protest a rule interpretation, they MUST be announced at the proper time during the game in accordance with MLB rules. If a team decides to file an Official Protest, said protest MUST be in writing and mailed to the Commissioner within forty-eight (48) hours of the end of the protested game with a check in the amount of \$100.00 (made payable to MARYLAND AMATEUR BASEBALL). The written statement MUST include the specific rule violation being protested. The protest will be decided by a committee appointed by the Commissioner. Teams involved shall be informed, via telephone, within 48 hours of receipt of the written protest. Teams involved will receive, in writing, the decision of the Protest Committee. Once a decision is made there shall be no further appeal to the Protest Committee or League Commissioner. If the protest is upheld, the check will be returned.
- 4.13 ***It should be the goal of all Baltimore - Metro teams to qualify for and participate in one of the BMB league post-season franchised tournaments (AABC; NABF; or Dizzy Dean where applicable). At a time prior to the start of the regular season which will be designated by the Commissioner, each team must declare their intentions, in writing on a special form for this purpose, whether they will participate in a BMB post-season tournament the BMB Tournament Choice Form will be completed or for those teams that plan to "OPT OUT" for the purpose of participating in a tournament other than those sanctioned by BMB will complete the BMB "Opt Out" Form. Each team is required to submit the form that designates their decision to the BMB League Office no later than March 1 of the current playing season. Teams that choose to participate in a NABF 10U, 11U, 12U, 13U or 15U Classic World Series or the NABF 17U High School World Series will be required to complete the "Opt Out" form, but will check that box indicating their reason for opting out is to play in one of the aforementioned tournaments.***

***The list of teams opting out of BMB franchised tournaments will be distributed to all teams in each age division. When this list is made official to the league, these teams WILL NOT be eligible for any BMB league franchise tournament. However, if a team declares their intention to participate in BMB franchised tournaments and fails to do so without approval from the League Commissioner, the team will be suspended for one (1) season.***

- 4.14 For those teams that declare their intention to participate in BMB franchised tournaments they MUST finish their regular season with at least a .500 winning percentage to be made eligible. Teams with a lesser winning percentage will only participate in franchised post-season tournament by approval of the Commissioner. NOTE: it is the goal of the Baltimore - Metro Baseball to send the best possible representative to each tournament. Where leagues are divided into divisions (in the same age division, such as East and West) and one side does not have enough post-season tournament qualifiers due to this rule -- the League Commissioner reserves the right to select a team from the other side that qualifies under this rule to fill the open slot.
- 4.15 Each year league meetings are scheduled by the Commissioner. Because of the importance of the information presented and votes taken at these meetings, it is imperative that the team manager or his coach for each team be in attendance. Teams failing to be represented at a scheduled league meeting will be penalized \$50.00 for each missed meeting in a year.
- 4.16 All Baltimore - Metro Baseball official telephone numbers and email addresses are for the sole use of League Officials and ONE (1) representative from each team. **UNDER NO CIRCUMSTANCES ARE THE NUMBERS TO BE GIVEN OUT TO ANY PLAYERS.**

#### 5.00 PLAYING RULES

- 5.01 The MLB Suspended Game Rule (4.12) is NOT applicable for regular season league play. In lieu of this the following rule will be used. If the umpire terminates the game for inclement weather or darkness and the inning is still in progress, the game shall revert back to the last completed inning in order to determine a winner providing at least five (5) full innings have been completed, (4 ½ innings if the Home Team is ahead) for 11U and older; four (4) full innings (3 ½ innings if the Home Team is ahead) for 10U.

Example 1: In an 11U or older game the Home Team is leading in the score 5 to 3 after five (5) complete innings. In the top of the sixth inning the Visiting Team comes to bat and scores three (3) runs to go ahead 6 to 5. Before the Home Team can complete their half of the sixth inning the game is stopped by the umpire for darkness. In this situation the game would revert back to the bottom of the fifth inning and the Home Team would win the game 5 to 3. For a 10U game, the same would hold true by, but the threshold would be to complete at least four (4) innings.

Example 2: In an 11U or older game the Home Team is behind in the score 5 to 3 after five (5) complete innings. If the game is stopped by the umpire before one (1) pitch is thrown in the sixth inning the game would be ruled official and the visiting team would win the game 5 to 3. However, if the sixth inning is allowed to begin and the Visiting Team bats, but does not score. The Home Team comes to bat in the bottom half and the sixth inning and scores three (3) runs to go ahead 6 to 5. Before the Home Team can complete their half of the sixth inning the game is stopped by the umpire for darkness. In this situation the game would be ruled official and the Home Team would win the game 6 to 5. For a 10U game, the same would hold true by, but the threshold would be to complete at least four (4) innings.

Example 3: In the scenario stated above, if the game was stopped by the umpire in the bottom half of the sixth inning or anytime thereafter and the Home Team was still behind, the game would revert back to the last completed inning and the Visiting Team would win the game 5 to 3. For a 10U game, the same would hold true by, but the threshold would be to complete at least four (4) innings.

Exceptions to the "reversion" rule would occur if:

- A. Reverting to the last completed inning results in a tied game, the game will be ruled "Suspended" and replayed from the point the game was stopped by the umpire.
- B. If five (5) full innings have NOT been completed, (4 ½ innings if the Home Team is ahead) for 11U and older; four (4) full innings (3 ½ innings if the Home Team is ahead) for 10U the game will be ruled "Suspended" and restarted from the point the game was terminated by the umpire. Note – the losing team at the time the game was terminated has the option of conceding the win to avoid continuing the game at a later date without penalty under BMB Rule 5.36.
- C. If a game is terminated at the end of any inning with a tie score the game will be replayed from the point the game was terminated by the umpire. For rescheduling, refer to BMB Rule 4.07 if there is two (2) innings or less remaining to be played; if there are more than two (2) innings to be played then this game must be rescheduled in accordance with BMB Rule 4.09.

When a game ends in a TIE, it will automatically be rescheduled as follows:

1. The game will be completed prior to the next meeting between the teams at the Home Team's field. Weeknight games MUST start no later than 5:15 p.m.
2. If the two teams have no remaining games scheduled at the Home Team's field, the game will be completed prior to the next meeting at the Visitor's home field. Weeknight games MUST start no later than 5:15 p.m.
3. If there are no remaining scheduled games between the two teams, the game MUST be scheduled to be completed at a time and date that conforms with League Rule 4.09.

NOTE: For a tied or partial games that are scheduled together with a full game most umpire groups will allow you to pay each umpire a per inning fee for each inning played, not to exceed a full game fee. If a tied or partial game is scheduled to be completed and is not scheduled with another game, a full game fee will be charged, regardless of the innings played. Teams should verify the policy of their umpire group.

- 5.02 MERCY RULE -- a game will be terminated after three (3) innings (10U); four innings (11U through 19U) if a team is leading by fifteen (15) runs or more; four (4) innings (10U); (5) innings (11U through 19U) if a team is leading by ten (10) runs or more. If the visiting team is in the lead, the game will not be terminated until the home team bats in the bottom of the inning. This rule applies to all games (single or double-headers for age divisions 11U and older; it only applies to weekend double-headers for age divisions 9U through 10U). Note: A team that is down by more than ten (10) runs at any time during the game may choose to concede (or forfeit) the game without penalty under BMB Rule 5.35.

- 5.03 ALL PLAYERS BAT RULE – teams in the 10U Division ONLY can opt to allow their entire roster to bat in a game or they can opt to use the Extra Hitter Rule as described in BMB Rule 5.04, their choice must be declared prior to the start of the game and cannot be changed at any time after the game begins. If a team opts to bat all players and a player becomes ill or injured and cannot continue in the game, this player will be declared out at his next offensive appearance after leaving the game, then this player shall be removed from the offensive lineup, no further outs will be called for this player. NOTE – This rule can only be applied if a team has ten (10) or more players present at the game. Also, batting nine (9) only in the lineup (the same as the rules if the MLB National League) is always an option to any team. The key is that a team must choose their option at the beginning of the game and it cannot change after the game starts.
- 5.04 EXTRA HITTER RULE (11U and 12U Divisions ONLY) if elected as an option, the Extra Hitter would allow a team to bat ten (10) players. The starting line-up must list nine (9) players in defensive positions and one (1) player as the EH, the order in which these players are listed is optional, but it can never be changed once the game begins. The starting EH can be substituted for and return to the game one time under the Re-Entry Rule (BMB Rule 5.09). If the EH takes a defensive position, the defensive player being replaced can take the position of EH or leave the game. If the defensive player leaves the game, he can only return if eligible under the Re-Entry Rule. NO substitution or multiple substitutions may be made that will alter the original batting rotation. Note: if a team only has ten (10) players and chooses to use the EH, and one (1) of these players is ejected, injured, or becomes sick, and must leave the game, that slot would remain the batting order and would be an automatic out when they player is due up for the remainder of the game. Remember, in accordance with BMB Rule 5.32, nine (9) players are required to start and finish a game, less than nine (9) will result in a forfeiture of the game. NOTE – This rule can only be applied if a team has ten (10) or more players present at the game. Also, batting nine (9) only in the lineup (the same as the rules if the MLB National League) is always an option to any team. The key is that a team must choose their option at the beginning of the game and it cannot change after the game starts.
- 5.05 DESIGNATED HITTER (DH) RULE (13U through 19U Divisions) B if elected as an option, the Designated Hitter (DH) must be listed in the starting line-up in the position where he is to bat, the defensive player for whom he is batting for must be listed at the bottom of the line-up in the tenth (10<sup>th</sup>) position. It is not required to have a DH, but if a team elects this option, ten (10) players must be listed on the starting line-up at the beginning of the game. Failure to declare a DH prior to the start of the game precludes the use of a DH in that game. If a Pinch-Hitter or Pinch-Runner is used for the DH, that player then becomes the new DH and will bat in the same spot in the batting order. If substituted for, the original DH can return to the game as the DH under the Re-entry Rule (BMB Rule 5.09). NO substitution or multiple substitutions may be made that will alter the original batting rotation. REMEMBER – the starting batting order can never be altered.

The role of the DH is terminated for the remainder of the game when:

- A. The defensive player for whom the DH batted for, subsequently bats, pinch-hits or pinch-runs for the DH. In this case, the defensive player would be placed in the batting order in the same slot the DH held; or
- B. The DH assumes a defensive position. In this case the tenth (10<sup>th</sup>) position in the line-up would be eliminated.

NOTE – This rule can only be applied if a team has ten (10) or more players present at the game. Also, batting nine (9) only in the lineup (the same as the rules if the MLB National League) is always an option to any team.

- 5.06 TRIPS TO THE MOUND per Major League Baseball Rules, two (2) per inning. NOTE: A pitcher that **MUST** be removed, by this rule, may remain in the game at another position and can never return as a pitcher. Any pitcher that is removed on the first trip may assume another defensive position and be brought back as a pitcher one (1) time only. Any pitcher on a 10U division team that is removed from the mound may assume another defensive position, but cannot be brought back to the mound in the same game.
- 5.07 TEAM LINEUPS -- when exchanging lineups with the opposing team, either by use of a lineup card or scorebook, you must provide the opposing team each starting player's first and last name and uniform number. The team **MUST** also provide a list of all eligible substitute players for that game, whether they are present at the game or not. If a game is postponed only those players listed as eligible substitutes will be allowed to play when the game is resumed. Because of this, it is legal to list all rostered players as an eligible substitutes on the lineup card even if the player is not available on the original date of the game.
- 5.08 FREE SUBSTITUTION RULE (10U Division ONLY) – after a game starts, players can be moved in an out of the game defensively without restrictions. However, defensive changes by a team can never result in a change in the offensive batting order; once a game starts the offensive lineup can never be altered. Note: if a player is removed from a game due to illness or injury, he cannot return to the game.
- 5.09 RE-ENTRY RULE (11U through 19U Divisions) -- any **STARTING PLAYER** listed on the **BATTING ORDER** may be withdrawn and re-entered in a game **ONE TIME**. When re-entering a starting player, the player **MUST** go back in his original slot in the offensive batting order. Example: Jones is batting third and playing 1st base, in the fifth inning Jones is substituted for by Brown. Brown bats for Jones, but defensively Brown goes to 3rd Base and Smith the 3rd Baseman goes to 1st Base. In the seventh inning Jones re-enters replacing Brown at 3rd Base and is still the third batter in the order. The key is the **STARTING BATTING ORDER**; these are the **ONLY** players that can re-enter a game. The management of this rule will be strictly handled by the teams, the umpire will only be involved if a violation has occurred and a player needs to be declared out. A player is declared out when improperly re-entered. Note: if a player is removed from a game due to illness or injury, he cannot return to the game even if eligible through this re-entry rule.
- 5.10 PITCHING LIMITATIONS:

For teams in the 10U division – because teams in these divisions are at an age of development and BMB wishes to encourage training of pitchers on all teams, **NO** pitcher will be allowed to pitch more than three (3) innings in any game. For double-headers, a pitcher would be allowed to pitch in both games, but he cannot exceed a total of four (4) innings pitched in the same day. NOTE -- no pitcher should exceed 10 (ten) innings in any seven (7) day period and the team manager/coach should refrain from using a pitcher on consecutive days.

For teams in 11U through 19U age divisions – because Baltimore – Metro Baseball understands the need to protect pitchers in our league it is important that all managers and coaches be aware of how much they use any pitcher during the course of the regular season, therefore the league is recommending the following guidelines for pitching:

11U and 12U – no pitcher should pitch more than twelve (12) innings in any seven (7) day period; or seven (7) innings in any game or day. No pitcher should be allowed to pitch on consecutive days.

13U and 14U – no pitcher should pitch more than fourteen (14) innings in any seven (7) day period; or eight (8) innings in any game or day. No pitcher should be allowed to pitch on consecutive days.

Junior Division – no pitcher should pitch more than sixteen (16) innings in any seven (7) day period; or ten (10) innings in any game or day. No pitcher should be allowed to pitch on consecutive days.

Senior Division – no pitcher should pitch more than eighteen (18) innings in any seven (7) day period; or ten (10) innings in any game or day. No pitcher should be allowed to pitch on consecutive days.

- 5.11 REPLACING AN INJURED or ILL PLAYER (11U through 14U Divisions Only) -- if a team has used all their eligible players and a player that is in the line-up is injured or ill and cannot continue, then the OPPOSING MANAGER MUST select a replacement player from the players on the bench that have already been in the game. NOTE: an ejected player is not eligible for selection to go back in the game. If there are no players for the OPPOSING MANAGER to select then the game will be forfeited. (NOTE: This rule also applies to a continued game, i.e., a tie or suspended game - played at a different time/date than the original game.) Note: For 10U this is not a necessary rule because of their use of the "Free Substitution" rule (5.08).
- 5.12 SPEED-UP RULES -- there will be no speed up rules (i.e. running for the catcher with two outs, automatic intentional walks, etc.) used in any age divisions
- 5.13 BATTING HELMETS – NOCSAE approved double ear flap batting helmets MUST be worn at bat and on the bases. No altered or damaged batting helmets will be allowed.
- 5.14 COACHING HELMETS – The use of NOCSAE approved Coaches Helmets (hard hat) MUST be worn by all base coaches while on the field. Double ear flap helmets are not required. An example of a Coaches Helmet is the Rawlings Model CFBCH. However, if a player is used as a base coach a double ear flap helmet MUST be worn.
- 5.15 CATCHER'S PROTECTIVE GEAR -- catchers MUST wear a Hockey Style or other full head protective helmet and mask that provide full protection for the face, throat, head and ears; chest protector; shin guards; and an athletic cup/supporter. Any player warming up a pitcher on the field, or on the sidelines, must wear a mask. This rule applies to all age divisions.
- 5.16 DEFENSIVE PROTECTIVE GEAR – there may be a time that a defensive player is required to wear protective gear or a helmet, the pitcher may never wear a helmet as a defensive player.
- 5.17 JEWELRY – for safety reasons it is recommended that players not wear jewelry during a game. The pitcher cannot wear jewelry while on the mound. EXCEPTION – Medical bracelet / necklace will be allowed.

- 5.18 BATS – Wood (except those made from Bamboo), Metal, Composite or Laminate bats are permissible. 14U through 19U age divisions MUST use bats that have a maximum -3 weight to length ratio (i.e., 34" bat can weigh no less than 31 ounces), it cannot exceed a barrel diameter of 2 5/8" or a length of 42 inches. These weight to length ratio restrictions do not apply to 11U through 13U age division teams. For teams in the 9U through 10U – bats with a barrel diameter of 2 1/4" (approved Little League stamped) must be used. Note: for teams participating in NABF Junior 16U Division, NABF High School 17U Division, NABF Senior 19U Division, AABC Connie Mack 19U Division and the NABF College Division tournament play will be required to use wooden bats. AABC Sandy Koufax 13's 13U Division tournaments requires that all teams use bats with a 2 5/8" maximum barrel diameter, there is no weight to length restriction.
- 5.19 METAL SPIKES -- are permissible in age divisions 13U through 19U. This applies to all of our national tournament affiliations.
- 5.20 LEADING-OFF / STEALING / BUNTING – (10U age division) – No runner on base can lead-off; the runner cannot make an attempt to steal a base or advance to the next base on a batted ball until the baseball breaks the plane of home plate. If the umpire determines that the runner left his base early, he will be declared out. Bunting is allowed.
- 5.21 HIT BY PITCH – (10U age division) – If a pitcher hits three (3) batters during his appearance, he must be removed from the mound and cannot return as a pitcher in the same game.
- 5.22 DROPPED THIRD STRIKE – (10U age division) – The batter shall not be allowed to advance on a dropped third strike and will be declared out.
- 5.23 HOME TEAM OBLIGATIONS – the Home Team is required to supply all BASEBALLS and pay all UMPIRE FEES. In some cases teams will ask to play at their opposing team's home field, but will remain Home Team. If this happens the Home Team is still required to supply all BASEBALLS and pay all UMPIRE FEES; however the visiting team will arrange for their umpires to work the game.
- 5.24 OFFICIAL BMB BASEBALLS -- for all BMB teams the HOME TEAM is required to supply all baseballs for all regular season league games. For each age division there is a list of mandatory baseballs approved for use in all regular season league games which are 10U team MUST use the ProNine LL-1, Diamond BMB-3 or the Diamond DLL-1; 11U, 12U and 13U teams MUST use the ProNine OLA, Diamond BMB-2 or the Diamond DOL-A; 14U through 19U teams MUST use the ProNine NFHS, ProNine Pro-NFHS, Diamond BMB-1, Diamond D1-NFHS, Diamond D1-Pro. NO other ProNine or Diamond model or any other brand baseball is approved for use in BMB games.
- A. It is the responsibility of each team to assure that a game is played with league approved baseballs. Verification of approved baseballs MUST be done at the pre-game meeting with the umpires. (The umpires should be made aware of our approved baseball rule.) Providing the game starts with approved baseballs, the forfeit rule will not apply should an unapproved baseball(s) be discovered during the game. If unapproved baseballs are found, they MUST be immediately removed and replaced with approved baseballs.
- 5.25 GAME BASEBALLS -- each game MUST be started with a minimum of three (3) BMB approved baseballs, two (2) of these baseballs MUST be "NEW" and the third MUST be in "NEARLY NEW" condition. A game may require more than three (3) baseballs, therefore, teams must be prepared to supply as many "NEW" or "NEARLY NEW" BMB approved baseballs as required to finish the game. Penalty for violation of this rule is forfeiture. Teams in the 10U age division must start the game with a minimum of two (2) baseballs, one (1) of these baseballs MUST be "NEW" and the other MUST be in "NEARLY NEW" condition.

- 5.26 OUT-OF-PLAY RULE -- at field locations that use chalk and/or imaginary lines for out-of-play boundaries, the following rule interpretation will be used: With the ball in play, a fielder crosses the out-of-play boundary line while fielding the ball and REMAINS ON HIS FEET, the ball will stay in play and the fielder DOES NOT have to come back on to the playing field to continue play. If the same fielder loses his feet and falls down out-of-play, the ball will be ruled dead and all runners will advance one (1) base.
- 5.27 MUST SLIDE / AVOID CONTACT RULE -- a RUNNER is out WHEN HE DOES NOT SLIDE or AVOID CONTACT with a defensive player who has the ball and is WAITING AT THE BASE to make the tag. NOTE: if the fielder comes up the line after the runner, the runner does not have to slide, but should make an effort to AVOID CONTACT, if contact is made with the fielder, but not in a malicious manner, there will be no penalty. If in the opinion of the umpire a runner makes MALICIOUS CONTACT with the defensive player, then the runner shall be called out and ejected from the game.
- NOTE: The leagues interpretation of MALICIOUS CONTACT is when a base runner collides with a defensive player, with possession of the baseball, in an attempt to dislodge the baseball and/or cause injury.
- 5.28 SPORTSMANLIKE CONDUCT -- it is the duty of each manager to control his team and fans. Bench jockeying, baiting or heckling an umpire or any opposing team member is prohibited. The umpire(s) will be instructed to issue one (1) warning to the team or player in violation. Any further violation will result in immediate ejection. If the umpire(s) cannot identify the violator of this rule, he is instructed to remove the pitcher of record.
- A. It is strictly prohibited for anyone to follow the umpire(s) off the field after the conclusion of a game. If the manager, coach, player, or any other team member violates this rule, they will be immediately suspended for the remainder of the season. If a parent (or legal guardian) of a player violates this rule, that player will be suspended for the remainder of the season.
- B. Inappropriate Language is prohibited -- Any manager, coach, team official, player, parent (or legal guardian), or fan found using language that is not suitable in the presence of minor children will be immediately ejected from the game.
- 5.29 FIGHTING B will not be tolerated under any circumstances. When a fight occurs between players it should immediately be broken up and players involved removed from the game. Any fight that results in a "BENCH-CLEARING BRAWL" will result in the immediate suspension of BOTH teams for the remainder of the season. It is the responsibility of the Manager and his Coaches to control the players and yourselves, every effort MUST be made to set an example for your team. Therefore, any Manager or Coach that instigates or insights a fight or are involved in a fight themselves will be immediately suspended for the remainder of the season and one (1) additional year.
- 5.30 EJECTIONS -- the league has established a penalty system for any Manager, Coach or Player that is ejected from a game. The first ejection will serve as a warning and no action will be taken. The second ejection will result in suspension for their next game. The third ejection will result in a one (1) week suspension. The fourth ejection will result in a two (2) week suspension. Finally, the fifth ejection will result in suspension for the remainder of the season. Your umpire assignor MUST be instructed to have their umpires call in all ejections. The umpire MUST inform the assignor who was ejected, by name, and the circumstances surrounding the ejection. The assignor MUST call or fax this information in to the League Commissioner.

- 5.31 VISITING TEAM PRE-GAME WARM-UP – the home team MUST give the field that the scheduled game will be played on to the visitors at least twenty (20) minutes prior to game time, providing the visitors have at least nine (9) players and equipment. Violations of this rule should be reported to the League Commissioner.
- 5.32 GAME START TIME -- games will start at the start time printed on the official league schedule, unless otherwise approved by the League Commissioner or Assistant Commissioner. Any team showing up late for a game will not be allowed extra time, beyond the scheduled start time, to warm up. Any team showing up for a game past the scheduled start time, but before forfeit time, is allowed NO warm-up time and MUST start the game immediately. NOTE: A game starting late due to the field being in use by another organization (i.e., a high school game) is an exception to this rule. Each team will divide the time for on-field warm-ups providing the forfeit time is not violated. ALL GAMES MUST start on or before the scheduled forfeit time. This does not give any team an excuse to not have their pitcher ready, the pitcher is free to warm-up on the sidelines as soon as the team is at the field.
- 5.33 REQUIRED NUMBER OF PLAYERS -- NINE (9) PLAYERS are required to start a game; nine (9) players are required to finish a game. A team unable to field nine (9) players at the start of, or anytime during a game will forfeit that game.
- 5.34 FORFEIT TIME -- will be fifteen (15) minutes after the scheduled start time, unless otherwise noted on the final schedule where a thirty (30) minute forfeit time may be used for weeknight games depending on the length of travel (this will be determined by the BMB Commissioner). Forfeit time for double-headers will be fifteen (15) minutes for the first game and fifteen (15) minutes for the second game. Example: game time is 1:00 P.M., first game would be forfeited at 1:15; the second game would be forfeited at 1:30. There will also be a forfeit time of thirty (30) minutes between games of a double-header. The thirty (30) minute time limit will begin as soon as the first game is completed.
- 5.35 FORFEITING TEAM PAYS UMPIRES -- any team forfeiting a game is responsible for the entire umpiring fee(s). If the fee is not paid at the field, by the forfeiting team, the team MUST send full payment to the Assigning Umpire for the group that worked the game within three (3) business days. Failure to comply will result in the team's suspension and forfeiture of all games until the point in time that the umpires are paid. NOTE: this rule does not apply to a game in progress that is stopped and forfeited by an umpire.
- 5.36 THREE (3) GAME FORFEIT RULE -- any team that forfeits three (3) games in a season will be suspended for the remainder of their season. If the team wishes to return the following season, they will be required to post a double forfeit bond for three (3) seasons. A warning will be sent after the second forfeiture. For this rule, forfeit means unable to field nine (9) legal players before the start of a game. Forfeits for any other reason or game concessions will not be counted against the team for the purpose of suspension.
- 5.37 In the event a game has not been officially postponed in accordance with the Rain out Procedure and an inclement weather condition exists, both teams MUST be at the field with at least nine (9) players. If one (1) team does not have nine (9) players present when the game is officially canceled at the field, the team will forfeit the game no matter what field or weather conditions exist. If neither team has nine (9) players, the HOME TEAM will forfeit the game because the game is their responsibility. Once the Umpire(s) have arrived, they will receive a fee equal to 2 of their normal game fee if they cannot start the game due to unplayable weather conditions or inclement weather, as a Show-Up Fee. NOTE: this Show-Up Fee policy only applies to those

teams that use the services of Baltimore - Metro Umpires. Teams using other umpire groups should verify their policy on Show-Up Fees.

- 5.38 BLOOD RULE -- any player that suffers from a laceration or where the wound is oozing blood, the game shall be stopped at the earliest possible time and the player MUST be treated immediately. If the bleeding requires extensive treatment or the bleeding cannot be stopped in a short period of time, a substitute MUST replace the injured player. In all cases, use extreme care when dealing with open wounds and blood.
- 5.39 TOBACCO PRODUCTS -- the use of any tobacco product, smoked or chewed, by any member of a team is strictly prohibited during a game. Any member of a team caught using a tobacco product during a game while on the playing field or in the dugout area will be ejected. Note: It is everyone's responsibility to enforce this rule, if a violation occurs unnoticed by the umpire, it must be reported to them.
- 5.40 PLAYING FIELD -- must have 90' base paths and 60' 6" pitching distance for the 13U through 19U age divisions; 70' base paths and 50' 6" pitching distance for the 11U and 12U age divisions; 60' base paths and 46' pitching distance for the 10U age division. The minimum distance from home plate to the nearest fence, stand, or other obstruction in fair territory will be 300 feet for the 14U through 19U age divisions); 250 feet for the 13U age division; 225 feet for the 11U and 12U age divisions; 180 feet for the 10U age division. NOTE: Dizzy Dean use 80' base paths and 54' pitching distance for 14U division post-season tournament play. AABC and NABF also uses this distance at the 13U division.
- 5.41 BATTER'S BOX -- the Batter's Box for all fields used by teams in the 11U through 19U age divisions will be centered to the center of home plate (8 ½" down from the top edge of the plate) measuring 6' long by 4' wide, set 6" away from the side edge of home plate; for the 10U age division, same as above except the size of the batter's box shall be 6' long by 3' wide.
- 5.42 ALTERED PLAYING FIELD -- no playing field can be altered to change the playing conditions of the game at anytime after the start of the season unless this change has been approved by the League Commissioner and the permitting authority over the field. If approved, the change must be permanent for the remainder of the season. If a change is made to a field by the permitting authority, the league must be notified with a full description of the change. If the change is one that is not acceptable to the League Commissioner, the team will be required to find a new field location for the remainder of their home games.
- 5.43 GAME LENGTH -- for age divisions 11U through 19U the official game length is seven (7) innings, five (5) innings constitutes an official game; for the 10U age division the official game length is six (6) innings, four (4) innings constitutes an official game.
- 5.44 THUNDER / LIGHTENING RULE -- if thunder and/or lightening can be heard or seen, participants, spectators and staff are in danger. The umpire MUST stop all games and seek protective shelter immediately. In the event that either of these situations occurs, a minimum of thirty (30) minutes will be allowed to pass after the last sound of thunder or lightning before resuming play. If the game cannot be resumed refer to Rule 5.01. NOTE: if the local county and/or recreation department has a rule stricter than this, the umpire MUST follow their rule.
- 5.45 UMPIRES -- all teams are responsible for contracting with an approved Umpire Association of their choice, a list of approved groups will be provided to teams at the beginning of each season. Teams requesting to use an umpire association not listed must provide verifiable information to the League Commissioner that this group meets the minimum requirement as listed in this rule.

- A. It is the responsibility of each team to advise their umpire assigner that at a minimum, all umpires that work games in age divisions 14U through 19U must be presently, or within the past five (5) years, certified to work High School baseball. Proof of this certification must be held by the umpire and his assigner, and made available to the League Commissioner upon request. All assigners must provide a list of umpires in their group that have such certification to the League Commissioner before league play begins. Exceptions to this rule will only be allowed at the discretion of the League Commissioner.
- B. Umpires that work games in age divisions 10U through 13U must come from an organized officials group, but does not have to have the same skill level as required in Section A. These umpires should be experienced and must not be directly associated with any team or organization.
- C. Any fees charged by the umpire assigner are the full responsibility of each team and/or organization and must be paid directly by the team.

5.46 UMPIRES REQUIRED FOR GAMES -- each team in age divisions 13U through 19U are required to have their Umpire Assigner schedule a minimum of two (2) umpires for all games. Note: if only one umpire shows for the game, the game must still be played and the one umpire will be paid according to the fee structure of your officials group, most charge a fee 1 ½ times the normal game fee, check with your assigner to be sure.

Each team in age divisions 10U through 12U is required to have one (1) umpire for all games. It is recommended that two (2) umpires be used for all double-headers, but not mandatory. If a team in any age division has a problem where no umpire shows for their game (happens more than twice), then the Umpire Assigner for that team must submit a letter of explanation to the League Commissioner. After this, if the problem persists, the team will be forced to contract with another officials group.

### **6.00 POLICY**

6.01 Baltimore - Metro Baseball does not discriminate. All participants shall be judged on their respective abilities, and no prejudice with respect to disability, race, creed or sexual gender shall be permitted. The use of sexually biased language in these rules is not reflective of the manner in which participants are evaluated, for example the use of the words he, his or him could also be interpreted as she, hers or her.